EXAMINER'S AMENDMENT

1. A request for continued examination under 37 CFR 1.114, including the fee set forth in 37 CFR 1.17(e), was filed in this application after final rejection. Since this application is eligible for continued examination under 37 CFR 1.114, and the fee set forth in 37 CFR 1.17(e) has been timely paid, the finality of the previous Office action has been withdrawn pursuant to 37 CFR 1.114. Applicant's submission filed on 7/12/2010 has been entered. Claims 1-32 are currently pending in the application.

2. An examiner's amendment to the record appears below. Should the changes and/or additions be unacceptable to applicant, an amendment may be filed as provided by 37 CFR 1.312. To ensure consideration of such an amendment, it MUST be submitted no later than the payment of the issue fee.

Authorization for this examiner's amendment was given in a telephone interview with Adil Musabji on 9/9/2010.

The application has been amended as follows:

Cancel claims 14 and 15, amend claims 1, 16-18, 20-24, 26, 27 and 29.

1. (Currently Amended) A computer-game system comprising:

a map database containing geographic data including a plurality of road segment records that represent portions of roads in a real-world geographic locale, wherein each of the road segment records corresponds to navigation-related attribute data that support

vehicle navigation-related functions for real-world navigation on the roads in the real-world geographic locale, the navigation-related attribute data including:

(i) geographic coordinates,

(ii) a street name,

(iii) an address range,

(iv) a turn restriction, and

(v) road shape;

~~a map database containing data that represent roads in a real-world geographic locale, the data including navigation-related attributes, including turn restriction content, for real-world navigation on the roads in the real-world geographic locale~~[[;]]

a user interface;

a game engine program configured for running on a computer platform and for providing ~~presenting~~ a computer game to a user via the user interface; [[and]]

a computer processor presenting a game play scenario on the user interface from the game engine program based on the geographic data, wherein game play includes engaging game characters within the game play scenario, and wherein the game play scenario corresponds to a virtual position independent of the user's actual physical location; and

an application programming interface program configured for running on the computer platform[[,]] [[for]] and accepting requests for data from the game engine program, [[for]] accessing the data from the map database, and [[for]] providing the data in a suitable format to the game engine program;

wherein the map database, the user interface, the game engine program, and the application programming interface program are stored on at least one computer-readable medium, and

~~wherein a computer game play scenario based on the data is displayed on the user interface, wherein the computer game play scenario corresponds to a virtual position for~~

~~display on the user interface in which the virtual position is independent of the user's actual physical location~~[[,]] [[and]] wherein individual road segment records are accessed from the map database during game play of the computer game to provide real time geographic data for display in the ~~displayed computer~~ game play scenario.

16. (Currently Amended) The method of Claim [[14]] 29 further comprising:

converting the geographic data from the map database to a perspective view for display by the computer platform as part of the game play scenario of the computer game.

17. (Currently Amended) The method of Claim [[14]] 29 further comprising:

determining a curve through data points used in the map database to represent linearly extending features, wherein the curve is used for display of at least one of the linearly extending features by the computer platform as part of the game play scenario of the computer game.

18. (Currently Amended) The method of Claim [[14]] 29 further comprising:

combining road model data with data that represent roads from the map database to provide a realistic visual appearance of road-related things by the computer platform as part of the game play scenario of the computer game.

20. (Currently Amended) The method of Claim [[14]] 29 further comprising:

combining 3D model data with data that represent roads from the map database to provide a realistic visual representation of polygon shaped features in the geographic locale by the computer platform as part of the game play scenario of the computer game.

21. (Currently Amended) The method of Claim [[14]] 29 further comprising:

combining 3D model data with data that represent roads from the map database to provide a realistic visual representation of cityscape and landscape features in the geographic locale by the computer platform as part of the game play scenario of the computer game.

22. (Currently Amended) The method of Claim [[14]] 29 further comprising:

combining 3D model data with data that represent roads from the map database to provide a realistic visual representation of one of a group consisting of: buildings, fences, trees, shrubbery, lawns, fences, and clouds in the geographic locale by the computer platform as part of the game play scenario of the computer game.

23. (Currently Amended) The method of Claim [[14]] 29 wherein the application programming interface program provides for spatial queries of data from the map database.

24. (Currently Amended) The method of Claim [[14]] 29 further comprising:

using the game engine program to access a game application shell that includes basic logic, rules, strategy, and characters for a type of computer game.

26. (Currently Amended) The method of Claim [[14]] 29 further comprising:

using the game engine program to perform specific tasks and operate on an as-needed basis during the game play scenario of the computer game.

27. (Currently Amended) The method of Claim [[14]] 29 wherein the game engine program comprises at least one selected from a group consisting of: audio engines, logic engines, rules engines, animation engines, graphics engines, and user interface engines.

29. (Currently Amended) A method of operating a computer game that runs on a computer platform, the method comprising:

presenting a game play scenario on a user interface from a game engine program based on geographic data to a user for game play by a computer processor, wherein the game play includes engaging game characters within the game play scenario, and wherein the game play scenario corresponds to a virtual position independent of the user's actual physical location;

using an application programming interface that runs on the computer platform to accept requests for geographic data from [[a]] the game engine program;

using the application programming interface to access the geographic data from a map database stored on data storage hardware, the geographic data including a plurality of road segment records that represent portions of roads in a real-world geographic locale, wherein each of the road segment records corresponds to navigation-related attribute data that support vehicle navigation-related functions for real-world navigation on the roads in the real-world geographic locale, the navigation-related attribute data including:

(i) geographic coordinates,

(ii) a street name,

(iii) an address range,

(iv) a turn restriction, and

(v) road shape; and

using the application programming interface to provide, by [[a]] the computer processor, the geographic data from the map database in a suitable format to the game engine program[[;]] [[and]]

~~presenting, by the computer processor, a game play scenario, based on the geographic data, on a user interface of the computer platform to a user for game play~~[[.]]

~~wherein the game play scenario corresponds to a virtual position for display on the user interface in which the virtual position is independent of the user's actual physical location, wherein the game play includes engaging characters within the game play scenario~~, [[and]] wherein individual road segment records are accessed from the map database during the game play of the computer game to provide real time geographic data for display in the ~~displayed~~ game play scenario.

REASONS FOR ALLOWANCE

3. The following is an examiner's statement of reasons for allowance:

The USC 101 rejection of claims 14-32 are withdrawn, claim 14 has been cancelled, claim 29 has been amended to recite statutory subject matter.

The prior art of record fails to teach the invention as particular claimed. Ohtsu teaches of a database to provide simulated traffic environment for the user. Ohtsu does not teach of a map database containing data that represent roads in a real-world geographic locale and real-world navigation on the roads with real time geographic data. Ashby teaches of providing an interface layer for navigation system and providing map database containing data that represents roads in a real-world geographic locale, and real-time geographic data. However it would not have been obvious to one of ordinary skill in the art to combine the two because Ashby provides real-world geographic data based on the user's actual location, where the claims of the present invention recite a virtual position independent of the user's actual physical location. The combination fails to provide real time geographic data for display in the game play scenario. At least these features are not taught or reasonable suggested by the prior art of record.

Any comments considered necessary by applicant must be submitted no later than the payment of the issue fee and, to avoid processing delays, should preferably accompany the issue fee. Such submissions should be clearly labeled "Comments on Statement of Reasons for Allowance."

Any inquiry concerning this communication or earlier communications from the examiner should be directed to KANG HU whose telephone number is (571)270-1344. The examiner can normally be reached on 8-5 (Mon-Thu).

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Xuan Thai can be reached on 571-262-7147. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see http://pair-direct.uspto.gov. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

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